

10 FACS Games—Mindy Johnson

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Many of these ideas are from the wonderful teachers in Nebo School District

Golf- Two teams are needed. 2 full sets of student's names need to be written on paper or popsicle sticks. Pull out a student's name from one set of the popsicle sticks to answer the question. If they can answer on their own they can putt from the shortest distance, if they opt to have a random student pulled from the other set of popsicle sticks as their life line, and answer correctly, they putt from the second line. If the student gets the answer wrong they putt from the third line. Extra elements may be added, such as if the student answers by themselves they can choose to putt from the shortest line for one team point, or putt from the second line for 2 pts. And so forth. Also, you can add in "sand traps" every round of questions you go through and make the points worth more.

Softball- Draw a softball diamond on the board. Give 1-3 outs depending on the hardness of the questions. Each person on the team bats by rolling the dice. If they get the question right, they advance, if wrong, it is an out. Dice numbers: 1—single, 2—double, 3—triple, 4—double, 5—walk, 6—homerun.

Hands Down- Works best if you have the actual "Hands Down" game. 2 students come to the front. A question is read. First person to slap their "hand" down answers. If answers right = 2 pts. If wrong, other team steals for 2 pts. If neither answers correctly, and help is given from team, 1 pt. is awarded.

Fact or Crap- Similar to King of the Hill in True and False form. Have 2 rows of chairs all facing the front. Each person will need a card that has an "F" or a "C". Ask a question and count "1,2,3 up!" Everyone must hold up either their fact card, or their crap card. If they answer incorrectly, they move to the back of the line. Whoever ends up at the front by the end of the class wins a prize such as a candy bar.

Human Battleship- Put a string across the room with sheets hung over it. Have the students group up in 2,3, 4 people ships either on the floor or in a chair. (Chairs help it so the students are not tempted to move around) Ask a question to each side, taking turns. If the team answers correctly, you give them a beach ball or foam ball to throw over to the other side. You are the only one who can see both sides. Students are not allowed to move their positions during the game. Call out Splash! Or Hit! When the ball is thrown to let the team know if they have hit a ship. A ship sinks when each person in the ship has been hit.

Balloon Volleyball- The whole classroom is a team. No points are awarded. The motivation is for the students to keep the balloon from touching the ground. No one may leave their seat/desk. No double hits, although if a player A hits the ball and player B then hits it, Player A can then hit again. When the balloon hits the ground, ask a question or give some notes. Another variation is to slit the classroom up between 2 teams and play a true game of volleyball. No spiking is aloud.